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(71) Applicant: **KONAMI CO LTD**

(72) Inventor: **FUJIWARA HIDEYUKI
TAKAGAMI KOICHI**

(54) VIDEO GAME DEVICE, CONTROLLING METHOD FOR SCREEN DISPLAY IN VIDEO GAME, AND STORAGE MEDIUM STORING SCREEN DISPLAY CONTROL PROGRAM

(57) Abstract:

PROBLEM TO BE SOLVED: To increase the feeling of the speed of an advancing character by displaying a game space on a display means while vertically shrinking the space.

SOLUTION: A controller operation detection means 61 detects that an A- button 16b and right and left trigger buttons 16f, 16g are turned on or off. A skiing control means 62 controls the skiing of a player. A display control means 63 displays on a screen a game space consisting of background images such as courses and models which can be seen from the position of a view-

ing point set behind the player. In that case, the game space displayed is vertically shrunk so that an image encompassing a range of elevation angles greater than the range of angles when the upper and lower ends of a television monitor are seen from the position of the viewing point is compressed and displayed on the television monitor. The elevation angle is calculated using the skiing speed of the player.

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